



MEDAL OF HONOR PACIFIC ASSAULT™







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INSTALLING THE GAME

To install *Medal of Honor Pacific Assault*™:

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 21 for more info).
2. Insert *Medal of Honor Pacific Assault* Disc 1 (or the DVD disc for *Medal of Honor Pacific Assault*™ *Director's Edition*) into your CD/DVD-ROM drive. The Install menu appears.

NOTE: If the Autorun menu does not automatically appear, left-click the  **Start** button from the Windows® Taskbar and select **Run...** Type **D:\Autorun\Autorun.exe** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

3. Click the **INSTALL** button on the Autorun menu, then follow the on-screen instructions to complete the installation.

MOHPA LAUNCHER

Every time you start *Medal of Honor Pacific Assault* (MOHPA) the first thing you see is the MOHPA Launcher. The Launcher starts with the Video tab selected, showing you some of the current settings for the game including video resolution and detail settings.


The Launcher's Video tab allows you to select the resolution, texture detail, and model detail, and to set several other visual controls. Selecting higher resolution or detail improves the visual quality but slows the frame rate. By default, the video settings are set to give you a good combination of visual quality and smoothness for your system.

You can also click the Audio tab to select the audio driver, speaker setup, and sound quality, or the System tab for more detailed information about the system you are running.

When you are ready to play, click the **PLAY** button on the Launcher. To exit the game, click **CANCEL**.

STARTING THE GAME

To start *Medal of Honor Pacific Assault* (with Disc 1 already in drive):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 21 for more info).
2. Left-click the  **Start** button from the Windows Taskbar and select **All Programs** (or **Programs**) > **EA GAMES** > **Medal of Honor Pacific Assault** > **Medal of Honor Pacific Assault**.

COMPLETE CONTROLS

Don't ship out until you're ready to fight. Mastering these controls will keep you alive when the action gets heavy.

NOTE: You can change which controls are mapped to which actions (see *Options* on p. 7), except for **[ESC]** which is always mapped to the Pause screen.

WEAPONS

ACTION	CONTROL
Fire	Left mouse button
Alternate fire	Right mouse button
Aim mode	Left [ALT]
Reload	[R]
Next/previous weapon	[1]/[1] or mouse wheel ↕
Weapon 1	[1]
Weapon 2	[2]
Grenade	[3]
Explosives	[4]
Binoculars	[5]
Set demolition charge	[F]

MOVEMENT

ACTION	CONTROL
Move forward/backward	[W]/[S]
Strafe left/right	[A]/[D]
Run/Walk	Left [SHIFT]
Lean left/right	[Q]/[E]
Move up (crouch/stand/jump)	[SPACEBAR]
Move down (crouch/lie prone)	Left [CONTROL]
Lie prone immediately	[Z]
Stand immediately	[C]
Turn left/right	Mouse ↔
Look up/down	Mouse ↕

OTHER

ACTION	CONTROL
Use item	[F]
Call for medical help	[H]
Bandage wound	[B]
Quick save	[F5]
Load quick saved game	[F9]
Objectives	[TAB]
Pause game	[PAUSE]
Access Pause menu	[ESC] (cannot re-map)
Screenshot	[F12]

SQUAD COMBAT

ACTION	CONTROL
Advance squad	[↑]
Fall back	[↓]
Cover fire	[→]
Assemble	[←]

FLIGHT CONTROLS

ACTION	CONTROL
Accelerate/Decelerate	[W]/[S]
Rudder Left/Rudder Right	[A]/[D]

MULTIPLAYER

ACTION	CONTROL
Drop weapon	G
Select team	U
Select primary weapon	P
Scores	TAB
Quick message	T
Quick team message	Y
Voice command and voting menu	V
Map	M
Voice Command Hotkey 1 to 4	F3, F4, F7, F8

MENU CONTROLS

ACTION	KEYBOARD	MOUSE
Highlight menu item	Arrow Keys	Move cursor over option
Cycle options	Arrow Keys	Move cursor over option
Select highlighted item	ENTER	Left-click
Cancel/Return to previous screen	ESC	Left-click back arrow

INTRODUCTION

Step into the boots of Private Tom Conlin, a WWII soldier fighting for the US Marine Corps. Enter the war at the pivotal battle against Japanese Forces at Tarawa Atoll, then flash back to your harrowing journey across the Pacific Theater of Operations. From the devastating attack on Pearl Harbor to the island-hopping crusade across the Pacific, you'll gain a sense of the courage it took to endure and overcome the Japanese threat in WWII.

Featuring more than 25 Single Player levels, all-new Multiplayer elements, benchmark-shattering technology, destructible environments, and more, this is the most realistic and action-packed *Medal of Honor™* video game yet.

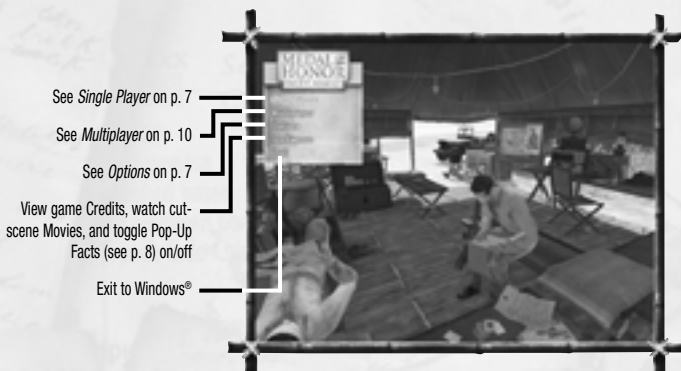
For more information on *Medal of Honor Pacific Assault*, visit <http://mohpa.eagames.com>.

SETTING UP THE GAME

When the game loads you find yourself in your barracks tent, your only haven away from the rigors of war. Before you begin your campaign as a Marine, and in between missions, you can explore the tent and change your options, read up on mission stats, and listen to current events via the World News Radio.

MAIN MENU

From here you can choose to play a Single Player or Multiplayer game, change your options, or access Intelligence items.



SINGLE PLAYER

From the Single Player menu you can start a new game, load or save a game (see p. 18), view stats from your current game, and see which medals you've won.

The difficulty level you select for your game determines, among other things, how smart the enemy AI is, how many enemies you face, how much ammo is available, and how much damage you take from enemy fire.

You can also access your **Hero Moments** from the Single Player menu. These are moments during the game when you performed above and beyond the call of duty. Hauling a fallen comrade to safety, single-handedly taking out elite enemy forces, and other selfless acts of bravery do not go unnoticed.

OPTIONS

Access the Options menu to change your video, audio, and control options.

- ✧ For smoother camera action when turning, turn the Smooth Mouse option ON.
- ✧ You can change the control mapping of any action from the Controls menu. Double-click the Primary or Alternate box for an action then press the key or mouse button to which you wish to map the action.
- ✧ To restore the control mappings to the game defaults, click the DEFAULT button.



PLAYING THE GAME

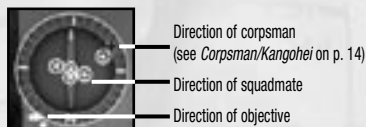
Take back the Pacific one island at a time. The Single Player missions in *Medal of Honor Pacific Assault* feature objectives you must accomplish to advance in the game. These objectives are displayed on-screen.

In boot camp you learn the basics of combat before shipping out. The skills you obtain here could save your life. After boot camp, you're off to the Pacific Theater to fight the Japanese Empire. Good luck, Marine—you're going to need it.

GAME SCREEN



COMPASS



POP-UP FACTS

This option (found on the Intelligence menu) brings up in-game pop-up windows that provide interesting historical facts about your location, weapons, statistics, and more. Learn about the real-life war in the Pacific Theater as you fight to complete your mission.

SELF-PRESERVATION

WEAPONS

In the field, you can only carry two weapons at a time, along with grenades, explosives, and other assorted supplies. This means you're going to have some tough decisions to make—do you pick up that Japanese automatic or stick with your trusty rifle?

You can improve the accuracy of any weapon you are holding by standing still, crouching, or lying prone, and by going into aim mode. Note that your crosshair scales to reflect weapon accuracy (if Crosshair is set to DYNAMIC in the Options menu), and the accuracy varies depending upon the weapon. When you access aim mode (left **[ALT]**), you run slower but can fire a much more accurate shot.

SQUAD COMBAT

Your squadmates are there to obey your orders. You can direct them to attack, pull back, advance, or rally to your position. They're looking to you to get them out of this mess alive, and in return they just might save your life.

The squad combat in *Medal of Honor Pacific Assault* is based on groundbreaking, real-time, dynamic AI. Your squadmates have different personalities and react differently but intelligently to you as well as to their surroundings. So although they will follow your command, you can also trust their training and let them make some decisions for themselves.

- ★ For complete squad combat controls, see p. 4.
- ★ If a squadmate has the best cover position during combat or is on a machine gun that you would like to use, simply approach him and press the Use key (default is **[F]**). The Marine relocates, allowing you to take his firing position.

BLEEDING

If you suffer a serious injury, you'll bleed and continue to lose health until you're able to bandage yourself (default is **[B]**) or until a corpsman heals you.

NOTE: Bleeding defaults to OFF at Easy and Medium difficulty levels.

HEALING

When you're hurt, call over a corpsman (default is **[H]**), the medicine man of the Marine Corps. If one is available, he'll find his way to you and patch you up so you can rejoin the fight. Once you call for a corpsman his location appears as a red cross on your compass.

NOTE: A flashing red cross indicates the corpsman is treating another soldier.



VERGE OF DEATH

If your health falls to a critical level, you enter Verge of Death mode. As life drains from your body, time slows down, your vision gets blurry, and your heartbeat pounds in your head like a mortar round. If a corpsman doesn't get to you in time, you're a goner.

PAUSE MENU

Take a break from the battle and access the Single Player, Multiplayer, Options, and Intelligence menus. Depending on what you choose from the Pause menu, you might be prompted to return to the base camp (the Main menu) to access your choice.

✧ Press **[ESC]** at any time during gameplay to access the Pause menu.

MULTIPLAYER

Take the fight online as you play against *Medal of Honor* gamers around the world. Choose a side, pick your class (Infantry, Corpsman, Ammo Technician, or Combat Engineer), and enter the fray in one of eight unique multiplayer maps.

TO ACCESS ONLINE FEATURES, YOU MUST REGISTER THIS GAME WITH THE ENCLOSED SINGLE USER REGISTRATION CODE. ONLY ONE USER MAY REGISTER THIS GAME. BROADBAND INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES CAN BE FOUND AT www.eagames.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

NOTE: *Medal of Honor Pacific Assault* Multiplayer does not work on dial-up connections.

MULTIPLAYER SETUP

From connecting to an Instant Play game (see p. 11) to customizing your own hosted match in the Veterans Lobby (see p. 11), *Medal of Honor Pacific Assault* has an online experience for every player.

LOGGING IN

Every time you play a Multiplayer game, you are prompted to "enlist", in other words, register a profile with EA Online. Enlisting is required in order to play *Medal of Honor Pacific Assault* online. It gives you access to hundreds of Internet servers, special Multiplayer features such as stat tracking, buddy chat, medals, and more. If you chose to, you may skip the registration process and run a Local Area Network only game. For future Multiplayer sessions, the game recalls your EA Online Service Member Name ("EA Name") and you can set it to remember your password for convenience.

✧ You can log in by clicking the **PLAYER SETUP** button on the Welcome screen then clicking the **ENLIST** button.

NOTE: When you enlist, an external Electronic Registration utility runs as a separate process.



FIRST-TIME PLAYERS

The first time you play a Multiplayer game, you must enter an on-screen user name and your connection type. If you want to change these options in the future, you may do so by clicking the PLAYER SETUP button on the Welcome screen.

NOTE: Your Call Sign is different from your EA Name. It is the name that is displayed to others in-game, and you can change it at any time.

AUTO PATCH

From time to time the Auto Patch window might appear. Auto Patch ensures that you have the latest compatibility and security updates for playing online.

NOTE: Accepting the Auto Patch closes *Medal of Honor Pacific Assault* and opens a web browser to a site where you can obtain the patch.

PLAYER SETUP

Change your Call Sign and character skin, plus set other options through the Settings and Instant Play tabs. These options and settings include PunkBuster anti-cheating technology, preferred Instant Play game type, and more.

INSTANT PLAY

Instant Play gives you one-click access to Multiplayer action. This feature automatically scans all available online games and picks the fastest one for you based on your connection type and game preferences.

If you do not like the description of the server described on the Welcome screen, click the FIND ANOTHER button until you find one you like.

NOTE: You can change your Instant Play options, including a default server, through the Instant Play tab of the Player Setup screen.

VETERANS LOBBY

The Veterans Lobby gives you many more tools with which to customize your Multiplayer experience, including hosting your own games. The Veteran Lobby screen includes five tabs: Welcome, Find Game, Create Game, Community, and Medals, as well as recent news updates and stories from the *Medal of Honor* community.

NOTE: To access the Community and Medals tabs, you must log in (see *Logging In* on p. 10).

FIND GAME

The Find Game tab lets you find a server based on filters you set up, or you can enter an IP address to find a specific server. The Search Results display the fastest possible server that is not running any mods, is not password protected, and has an open spot that matches your criteria.

- ✱ For more a powerful server search (including more filters) and a list of servers that meet your criteria, click the SERVER LIST button.

SERVER LIST

The Server List lets you view all of the servers online at once. In addition, you can view complete details of all the options of any server as well as the players within the server, plus you can bookmark servers for convenient future access. You can also access previously defined Filter Sets as well as Bookmarks and LAN-Only Servers.

- ✱ For a more powerful server search (including more filters) and a list of servers that meet your criteria, click the FILTERS button.

FILTERS

The Filters Screen allows you to define the types of servers that will not be excluded from searches in the Server List. Additionally, you can manage all your options and configurations as a Filter Set, which you can then access from the Server List.

CREATE GAME

Hosting a game has never been easier with the new Server Wizard. This simple wizard guides you through the steps you need to take to set up your computer as a host server. How many people play, what maps you play, what the rules are—it's all in your hands.

ADVANCED SERVER SETUP

More experienced users can use the Advanced Server Setup screen for quick and powerful hosting settings. You can also access the Rent Server feature from the Options screen under Advanced Setup.

NOTE: Selecting the RENT SERVER option minimizes *Medal of Honor Pacific Assault* and opens an external web browser to a page where you can make arrangements to rent high-speed servers.

Map Rotation

Access the Map Rotation tab for more robust tools for setting up the specific maps and game types you want for your map rotation. You can also enable team autobalance, as well as customize the Team Names displayed in the game.

Options

Set many options for your server, including passwords, PunkBuster, Dedicated Server, Stat Tracking, and much more.

Restrictions

Place restrictions on the classes and weapons available in Invader, Team Deathmatch, and Free For All games. You can also set restrictions on the types of players admitted into your game based on persistently tracked statistics.



Modifications

Enable and disable user modifications. Specify if a modification is auto-downloaded from the server directly or is available from an external website. You can also specify the Pure Server option, which only allows players to join a server if they have modifications that match exactly.

COMMUNITY

Find a friend online and join the server they're playing, or chat with players outside the game. You can even send a private message to another user by highlighting that user in the People list, typing him or her a message, then clicking WHISPER.

When you attempt to add another user to your buddy list, the user must authorize that request. Conversely, when somebody tries to add you to his or her buddy list, a pop-up window appears requesting your authorization.

MEDALS

See which medals you've won and view other statistics such as time spent online, accuracy, preferred weapon, and more. You can even see how you stack up against other players by clicking the ONLINE RANKING button, which launches an external web browser to access the stat tracking page.

INVADER MODE

In addition to Free-For-All and Team Death Match modes, *Medal of Honor Pacific Assault* includes the new Invader mode. Invader mode pits two teams against each other in a series of objective-based matches. One team takes offense, the other defense. As the offense accomplishes objectives, the spawn points advance, keeping the action focused on the current objective.

INCAPACITATION AND THE REINFORCEMENT POOL

When you are shot down in an Invader match, you are incapacitated. In this state, you can wait for a corpsman to revive you, or you can tap out by pressing the Use key (default is **F**). Tapping out drains one point from the Reinforcement Pool, which represents the team's total capacity for respawning. If the reinforcement pool is totally drained and if all remaining members of an opposing team are eliminated, then the match ends.

Keep in mind that larger explosions force you to respawn. Also, opposing players can force a respawn on an incapacitated player by tossing a grenade or performing a melee attack.

RESPAWN INTERVAL

The Respawn Interval shows how much time is left until all players respawn. When the interval countdown completes, all players that tapped out of incapacitation respawn at the same time near each other.

CLASSES

Both Invader and Team Deathmatch support classes, which allow players to assume more specialized, team-oriented roles as they attempt to win objectives.



INFANTRY/HEITAI

Members of this class are primarily fighters and have the highest health and broadest selection of weapons.



CORPSMAN/KANGOHEI

Members of this class can use medical supplies to restore health or revive incapacitated players. When a corpsman revives a fellow soldier it does not affect the Reinforcement Pool, so if players help each other out and keep their teammates alive, their Reinforcements are not drained.



COMBAT ENGINEER/KOSAKUHEI

Combat Engineers and their Japanese equivalents can plant explosives and mines, and detect and defuse mines. Although any class can remove a planted charge from a target or objective, members of this class can do so much faster.



AMMO TECHNICIAN/SHICHUHEI

Members of this class can carry twice as many weapons as other classes. They can also redistribute ammo boxes that fully restock all weapon ammo and grenades for other players, as well as keep machine guns fully stocked. Finally, they also carry a single satchel charge that they can toss at targets to generate a huge explosion and defuse dropped satchel charges.

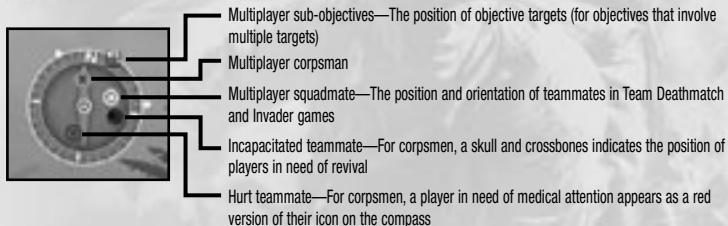
SWAPPING BACKPACKS

Invader also permits players to swap backpacks, which are assigned to a class. This allows members of one class to temporarily assume some of the abilities of another class. Keep in mind that some abilities are specific to the class, while some are enabled by the backpack. Although it's safe to assume that by swapping you won't ever be as skilled as a full-blown member of another class, in a pinch, it could make the difference between victory and defeat. Try different combinations and see what strategies you can come up with.

MULTIPLAYER GAME SCREEN

COMPASS

The compass in Multiplayer has all of the features of the single-player compass along with some additions:



OBJECTIVE CONSOLE

Below the Compass is the objective console. This displays the current objective text and its status, including health. If the objective (or sub-objectives) are being attacked or threatened, updated information is displayed, such as a timer if the objective is being seized or has an explosive planted on it. Find your way to an objective on the console by looking for the matching icon on the compass.

Chat Log

In the bottom center of the screen is a log containing text messages from other players. Press the quick message key (**T**) or team message key (**Y**) to bring up a text box where you can type messages to other players.

Helmet Icon

They may be uncomfortable, but a helmet can save your life. If you get shot in the head while wearing a helmet, it pops off.

Class Icon

This indicates which of the four classes you are currently playing as (see *Classes* on p. 14).

Backpack Icon

If you have swapped out a backpack to gain new abilities, your updated backpack is displayed.

Action Icons

Many different context-sensitive actions can be performed in multiplayer, and various icons appear describing how to perform these actions. Follow the instructions to perform actions such as swapping weapons, assisting reloading or spotting on machine guns, and burying mines.

Team and Game Status

Displays the time left in the match, your team's name and respawn pool, and the number of frags you or your team has scored. A respawn counter appears indicating when tapped out players rejoin the match.

Player Status Console

Displays messages when players join or leave the game, or when a player incapacitates or kills another player.

Voice Commands and Voting

Press (**V**) to bring up a list of voice commands and votes. Browse through the choices by pressing the number keys. When you or a player issues a vote, you can press the (**F1**) key to accept the vote or (**F2**) to decline.

Scoreboard

Press **[TAB]** to view the stats of all players currently in the game, as well as the current objective and victory/defeat records for the two teams.

Map

Press **[M]** to view a map of the level. This map displays the player's position and the position of objectives.

HELP HINTS

In Multiplayer, Help Hints appear in place of Pop-Up Facts. These can help you familiarize yourself with some of the deeper gameplay aspects of *Invader* and other Multiplayer modes.

DEDICATED SERVER TECHNOLOGY

This product contains Dedicated Server Technology that you may use to host tournaments using *Medal of Honor Pacific Assault*.

- ★ Electronic Arts (EA) does not provide Technical or Customer Support for the Dedicated Server Technology Tool.
- ★ You may not run a commercial business using the Dedicated Server Technology we provide for Multiplayer gaming. You may not distribute this Tool to others. Our Dedicated Server Technology is a separate Tool that we provide with this product to demonstrate how to set up a host server for Multiplayer tournaments. This Tool is accompanied by a Tools End User License Agreement ("License Agreement") which we require you to accept before you use it.
- ★ When hosting a tournament, you may not use our logos or trademarks (including game logo treatments, the name Electronic Arts, EA, EA SPORTS, EA GAMES, EA SPORTS BIG, or the logos or names of our licensors) to promote your tournament or web site. However, you may state that your tournament is run using a specific Electronic Arts game title.
- ★ You may not suggest that your tournament or web site is endorsed by or approved by or affiliated with EA or our licensors in any way.
- ★ You must include the following notice at the bottom of any page on your web site or other materials mentioning our products: "This site is not endorsed by or affiliated with Electronic Arts or its licensors. Trademarks are the property of their respective owners. Game content and materials copyright Electronic Arts Inc. and its licensors. All Rights Reserved."

We hope that you will respect our efforts to protect our and our licensor's intellectual property and will observe our License Agreement when using our materials and/or games.



ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Congressional Medal of Honor Society (CMOHS) was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no “winners” of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds - the values that make this country great.

Electronic Arts is privileged to participate in the Society’s continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: www.cmohs.org.

HINTS AND TIPS

- ★ Stick to cover during combat. The enemy AI targets Marines who are foolhardy enough to run out in the open during a battle. Be sure to fire from cover and keep your head down when the Japanese open fire!
- ★ In addition to the main objectives in Single Player mode, there are also hidden secondary objectives that can earn you special recognition and awards.
- ★ If you see a fallen comrade, pick him up (press **[F]**) and carry him to safety. Follow the red cross on the compass to find the drop-off spot.
- ★ Your crosshair disappears when you point your weapon at a friendly.
- ★ When you call for a corpsman (press **[H]**), check his direction to see if you need to provide cover fire for him or run to meet him in an area that is protected from enemy fire.
- ★ Computer-controlled soldiers display varying levels of skill, aggressiveness, morale, and more. Pay attention to the way your fellow soldiers react in different situations to see whom you can rely on when the going gets tough.
- ★ Keep an eye out for these special enemy classes: corpsmen, who heal their injured teammates; captains, who provide a morale boost to their teammates; and radio men, who call in reinforcements.
- ★ If you are low on ammunition, or you are engaged in close quarters combat, you can always bash your enemy with your rifle butt or bayonet (click the right mouse button).

SAVING AND LOADING

Access the Load/Save screen to save your current progress or to load or delete a previously saved game.

★ You can access the Load/Save screen from the Single Player menu or from the Pause menu (see p. 10).

You can also quick-save a game by pressing [F5] at any point during gameplay. You can then quick-load your last quick-saved game by pressing [F9].

CREDITS

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Medal of Honor Created By – Steven Spielberg



PERFORMANCE TIPS

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

BACKGROUND TASKS

In some cases programs that are running on your system can monopolize resources that the game needs in order to install, load, and run properly. Not all of these programs are immediately visible. There are a number of programs, called "background tasks," that are always running on your system.

IMPORTANT NOTE: While shutting down background tasks will optimize your system for running *Medal of Honor Pacific Assault*, these background tasks' features will be unavailable once shut down. Be sure to re-enable background tasks after playing *Medal of Honor Pacific Assault* by restarting your computer.

If your system is running anti-virus or crash guard programs you will need to close or disable them to run *Medal of Honor Pacific Assault*. To do this, find the icon for the program on the Windows Taskbar and then right-click the icon and select "close," "disable," or the relevant option. Please note that these programs will be reactivated the next time you restart your computer.

Once anti-virus and crash guard programs have been disabled, you should end all unnecessary general background tasks.

To view and close background tasks (Windows XP):

1. Hold down **[CONTROL]** and **[ALT]** and then tap **[DELETE]**. The Windows Task Manager appears.
2. Click the Processes tab. This tab displays a list of all background tasks running on your system.
3. Click the User Name column heading. This sorts all the processes together by user name.
4. Select an item with a user name, but DO NOT select one from the SYSTEM, LOCAL SERVICE, or NETWORK SERVICE groups. Also, DO NOT select the explorer.exe or taskmgr.exe items.
5. Click END PROCESS. You may receive a warning message, if so click YES. The selected item disappears from the list.
6. Repeat steps 4 and 5 until only explorer.exe and taskmgr.exe remain in the user name group.

To view and close background tasks (Windows Me or 98):

1. Hold down **[CONTROL]** and **[ALT]** and then tap **[DELETE]**. The Close Program window appears. This window displays a list of all background tasks running on your system.
2. Select an item, but DO NOT select the Explorer or Systray items.
3. Click END TASK. The Close Program window closes and the task is ended.
4. Repeat steps 1 through 3 until only Explorer and Systray remain.

VIDEO AND SOUND DRIVERS

An outdated video or sound driver can lead to slow and choppy gameplay, or in some cases can prevent the game from running at all. To ensure an enjoyable experience with *Medal of Honor Pacific Assault*, be sure that you have the most recent video and sound drivers installed. These drivers are typically available for download from your system or hardware manufacturer's website. If you are not sure what type of video or sound card you have, or you don't know how to update the drivers on your system, please refer to the documentation that came with your system or peripheral.

INTERNET PERFORMANCE ISSUES

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

Medal of Honor Pacific Assault uses the following UDP ports for Internet play:

13,200, 13,202, 13,203, 13,300


Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with *Medal of Honor Pacific Assault*, EA Technical Support can help. The EA Help file provides solutions and answers to the most common difficulties and questions about how to properly use this product.


To access the EA Help file:


- ✱ Left-click the  **Start** button from the Windows Taskbar and select **All Programs (or Programs) > EA GAMES > Medal Of Honor Pacific Assault > EA Help**.

NOTE: If *Medal of Honor Pacific Assault* is not installed, EA Help can be accessed directly off *Medal of Honor Pacific Assault* Disc 1 (or the DVD disc for *Medal of Honor Pacific Assault Director's Edition*). With Disc 1 (or the DVD disc for the Director's Edition) in the drive, left-click the  **Start** button from the Windows Taskbar and select **Run...** Type **D:\Support\EA Help\Electronic Arts Technical Support.htm** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

If you are still experiencing difficulty after utilizing the information in the *EA Help* file, you can also contact EA Technical Support. An EAsy Info utility is included that detects your system's hardware and organizes this information into a detailed report. This report helps EA Technical Support solve your problem in the quickest possible time. Please note that you will need to have registered your copy of *Medal of Honor Pacific Assault* in order to take advantage of this utility.

To run the utility:

Left-click the  **Start** button from the Windows Taskbar and select All Programs (or **Programs**) > **EA GAMES > Medal Of Honor Pacific Assault > EAsy Info.**

NOTE: If *Medal of Honor Pacific Assault* is not installed, EAsy Info can be accessed directly off *Medal of Honor Pacific Assault* Disc 1 (or the DVD disc for *Medal of Honor Pacific Assault Director's Edition*). With Disc 1 (or the DVD disc for the Director's Edition) in the drive, left-click the  **Start** button from the Windows Taskbar and select **Run....** Type **D: \Support\EasyInfo** in the Run dialog box, then click OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

This utility gathers information about the hardware in your system. To save this information to send to EA Technical Support, Click **File > Export to Desktop > EAsy Info Report**. This will create a copy of the report that is saved to your Windows desktop.

EA Technical Support on the Internet

If you have Internet access, be sure to check our EA Technical Support website at:

<http://techsupport.ea.com>

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

If you are unable to find the information you need on our website, please feel free to contact EA Technical Support via e-mail, phone, or letter. *Please be sure to include the EAsy Info utility report in your e-mail or letter.*

If you need to talk to someone immediately, call us at (650) 628-1005. *Please have the EAsy Info report printed and ready when you call.* This will help us service your call in the quickest possible time. No hints or codes are available from (650) 628-1005.

EA Technical Support Contact Info

E-mail and Website: <http://techsupport.ea.com>

FTP site: <ftp.ea.com>

Mailing Address: EA Technical Support
P.O. BOX 9025
Redwood City, CA 94063-9025

If you live outside of North America, you can contact one of our other offices.

AUSTRALIA

Electronic Arts Australia Support Hotline: 1902 261 600*

*Sirius calls charged at \$2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

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E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

EA Warranty Mailing Address

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P.O. Box 9025

Redwood City, CA 94063-9025

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